



MADDEN 09



NFL PLAYERS

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HERE TO HELP YOU!**

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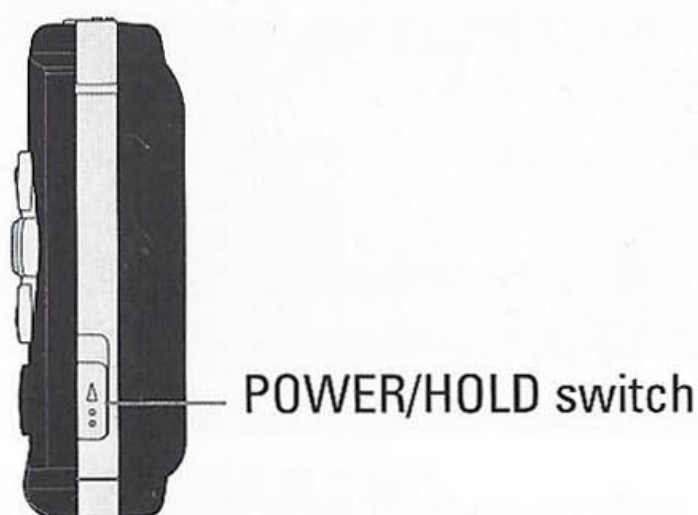
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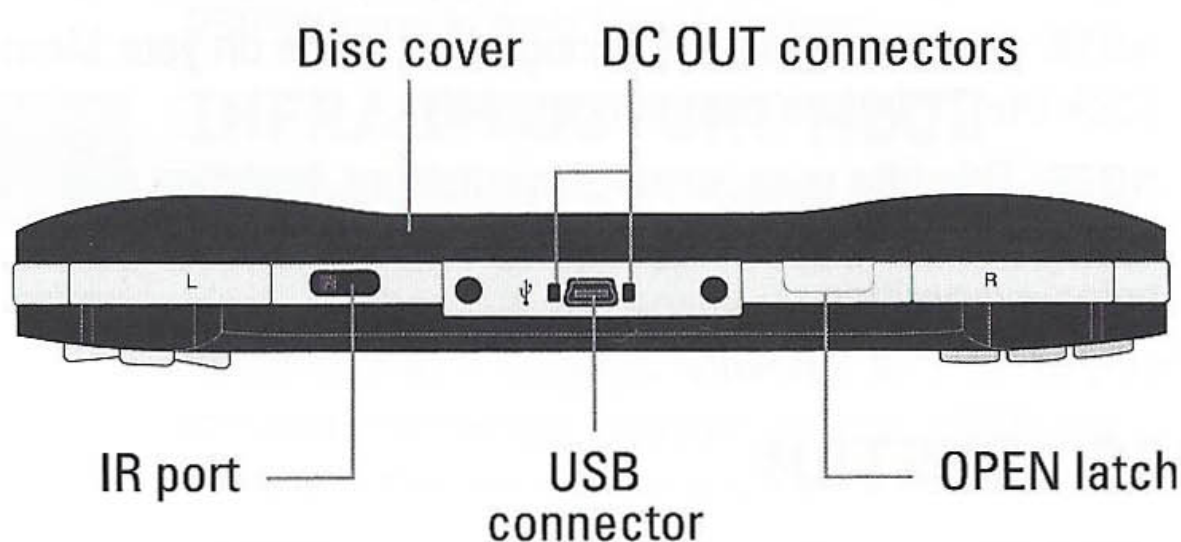
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STARTING THE GAME

RIGHT SIDE VIEW



TOP VIEW



1. Set up your PSP™ (PlayStation®Portable) according to the instructions in the PSP™ system Instruction Manual.
2. Turn the PSP™ system on. The POWER indicator lights up in green and the Home Menu is displayed.
3. Press the OPEN latch to open the disc cover. Insert the *Madden NFL 09* disc with the label facing the rear of the PSP™ system and then securely close the disc cover.
4. From the Home Menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button to start the software.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: Do not eject a PSP™Game disc while it is playing.

MEMORY STICK DUO™

Warning! Keep the Memory Stick Duo™ out of reach of small children, as the Memory Stick Duo™ could be swallowed by accident.

Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the PSP™ Game disc as this may cause data corruption.

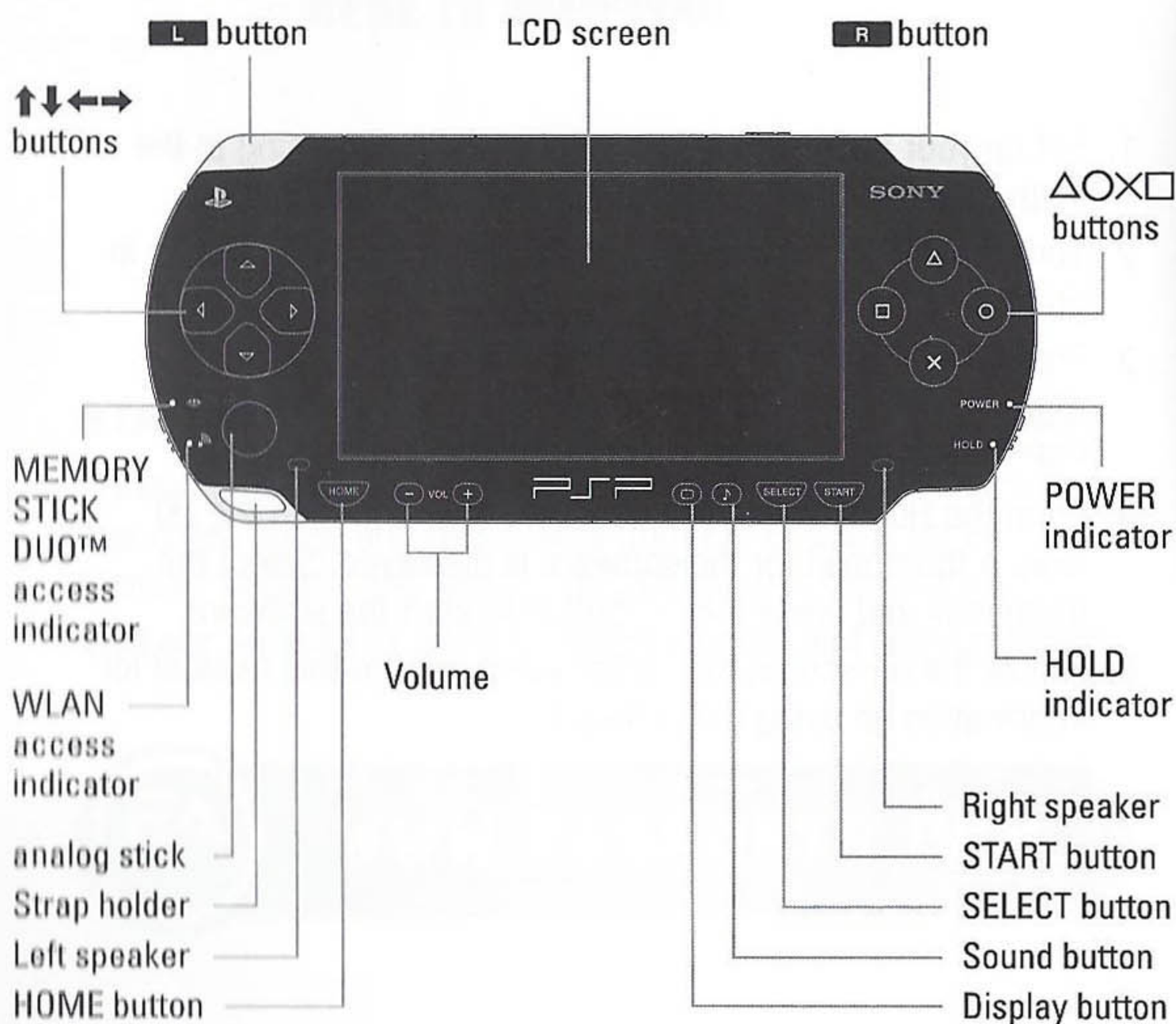
This title uses an autoload feature on boot up where any data present on the Memory Stick Duo™ will be autoloaded.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

NOTE: Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

NOTE: This title uses an autosave feature. Insertion of a Memory Stick Duo™ after boot up may result in data being overwritten.

PSP™ SYSTEM



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

COMPLETE CONTROLS

NEW EA SPORTS™ ROOKIE MODE

Everyone can play like an All-Pro with EA SPORTS™ Rookie mode! With Rookie mode ON, the Play Clock is OFF making things like passing, evading, tackling, and kicking a bit easier to accomplish. The simplest controls are all triggered by pressing the **X** button. Get in the action and enjoy the game!

NEW ROOKIE MODE CONTROLS

OFFENSE

PASSING	
Snap the ball	X button
Throw to receiver	X button (your QB will pass to the most open receiver. Press the Analog stick to aim your passes to a certain side of the field.)

RUNNING	
Move player	Analog stick/Directional button ↑/↓/←/→
Spin	O button
Dive	□ button
Highlight moves	X button

DEFENSE

NEW Big Hit	X button
Switch to player closest to the ball	O button
Dive	□ button

ADVANCED CONTROLS

Get a handle on Advanced Controls and lead your team all the way to the Super Bowl™.

BOTH SIDES OF THE BALL

Move player	Analog stick/Directional button ↑/↓/←/→
Sprint	 button
Dive	 button
Jump/Intercept/Catch	 button
Spin/Switch player	 button
Weapon Cam	 button
Show the play on the field (before the snap)	 button
Call timeout	SELECT button
Pause	START button

OFFENSE

BEFORE THE SNAP	
Select a player to control	○ button
Cycle man in motion/ Send man in motion	↓ button (to select player) + ←/→ button to move
Weapon Cam	L button
Coach Cam (before the snap)	R button
Call an audible (before the snap)	rotate: ←/→ button □ button + △ button, ○ button, × button, or L button
Cancel the audible (before selecting a play)	R button
Hot Routes	△ button then the button of the receiver, then: ↑ button for a fly pattern ↓ button for a curl pattern ←/→ button for an in/out pattern □ button/○ button for a slant pattern left/right
Smart Route (receiver changes route to a hitch to the first down marker or goal line)	△ button then the button of the receiver then Analog stick ↓
Change passing play to play action	△ button then ↑ button
Playmaker Control (change running play direction)	□ button then ←/→ button
Keep back or tight end in to block (during pass plays)	△ button then the button of the running back, fullback, or tight end you want to keep in, then L button/R button to block left/right
Slide offensive line protection	L button + Directional button ↑/↓ button to spread/pinch the line ←/→ button to shift pocket left/right
Snap the ball	× button

NOTE: You can assign new audibles to each button in the Coaching Strategy screen (via the My Madden menu) or at the pause menu.

PASSING	
Throw ball	L button, X button, △ button, ○ button, or □ button (tap for lob pass; hold for a bullet)
Jump/Catch	△ button
Switch to closest receiver	○ button
Sprint	R button
Receiver dive	□ button (while ball is airborne)

RUNNING	
Highlight stick	L button + : □ button (juke left) ○ button (juke right) △ button (charge) X button (stutter step)
Stiff arm	X button
Spin	○ button
Sprint	R button + Analog stick
Break tackle (when engaged by defender close to first down marker or end zone)	X button (tap repeatedly)
Dive/QB slide	□ button

BLOCKING CONTROLS

You can begin any offensive play as a lead blocker (press the **○** button to select a blocker before the snap), open a big hole for the ball carrier, and then press the **○** button to switch to the runner and pick up some big yardage.

Impact/Cut block	△ button + Analog stick ↑/↓
Turn block left/right	△ button + Analog stick ←/→
Illegally pull/hold defender	L button

HURRY-UP OFFENSE	
No Huddle/Repeat previous play	□ button
Spike the ball	○ button

DEFENSIVE CONTROLS

BEFORE THE SNAP	
Choose a player	button / button
Playmaker control	button then Directional button: for a hook zone (yellow) then for a deep zone (dark blue) to blitz then for a QB contain blitz for QB spy coverage (orange) for a flat zone (light blue) then for a curl zone (purple)
Man-to-man coverage	button, and then press the button of the offensive player you want to cover. Next, press the button.
Defensive line shift	button + Directional button: to spread the defensive ends outside the tackles to move the line in tight between the tackles / to shift the line left/right
Linebacker shifts	button + button then Directional button: / to spread linebackers out / move them in tight / to shift linebackers left/right
Defensive back shifts	button then Directional button: / to put DBs into bump and run / loose coverage to shift the safeties and linebackers into better position to cover their assigned man
Receiver spotlight	button (hold) or button (hold) + button of the receiver that you want to focus on

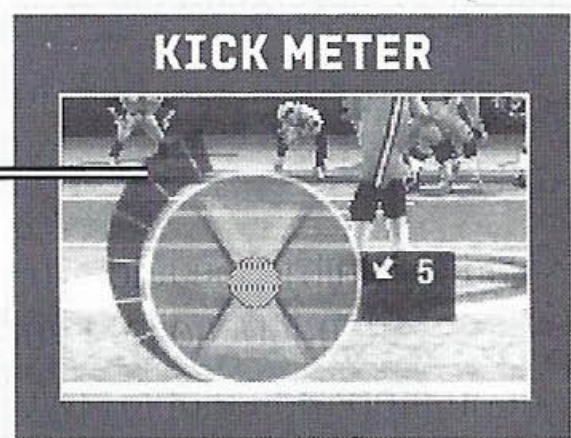
AFTER THE SNAP

Switch to closest defender	○ button
NEW Big Hit	L button + △ button
Dive	□ button
Sprint/Shove blocker	R button
Jump/Intercept/Hands up	△ button
Strip ball (run defense)/Swat ball (pass defense)	L button (when not engaged by blocker)
Strafe	× button (when not engaged by blocker)
Rip/Spin left/right	L button/ R button (when engaged by blocker)

SPECIAL TEAMS CONTROLS

KICKING AND PUNTING

1. Press the Directional button ←/→ to aim the kick.
2. Press the Directional button ↑/↓ to determine the kick's elevation.
3. Press the Analog stick ↓ to start the Power Meter.
4. When the Power Meter reaches the accuracy area, press the Analog stick ↑ to kick the ball.



KICK/PUNT RETURNING

Fair catch	△ button
Touchback	Stay in end zone

PLAYING THE GAME

Celebrating 20 years of innovation, *Madden NFL 09* delivers its most fun and exciting football experience ever for the PSP system. Feel what it's like to be a field general making key personnel decisions on both sides of the ball during the game's biggest moments in *Madden NFL 09*.

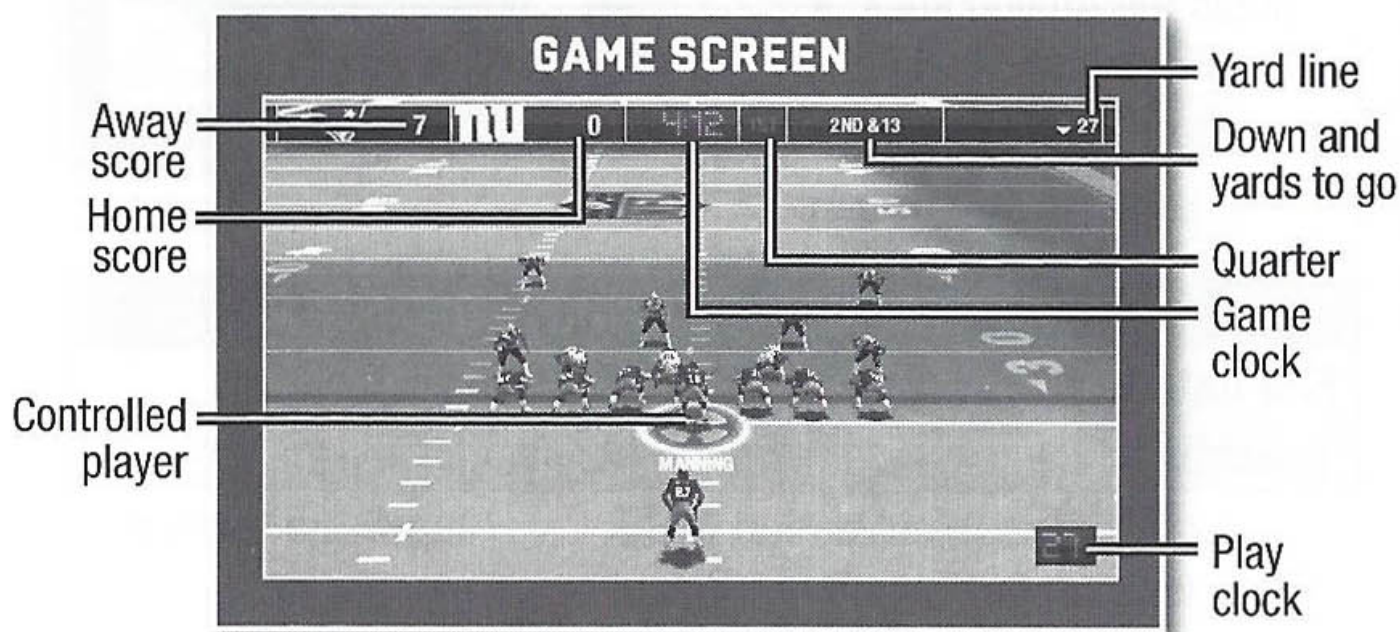
MY FAVORITE TEAM

The first time you play *Madden NFL 09* the My Favorite Team window appears. After selecting a team, a prompt will appear to save to your Memory Stick Duo™. Working as your default, your favorite team appears on the main menu and as your default team in all game modes.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Franchise mode and Mini-Camp achievements and statistics to your Memory Stick Duo™.

NOTE: You can alter your default playbooks and favorite team settings by accessing your Profile by pressing the  button from the main menu.



NEW PLAYER INDICATORS

Find the open man effortlessly with the help of new open receiver icons identifying who's open or covered. In Rookie mode, the receiver icons are green if they are open; red if they are covered. Pressing the **X** button will pass to the most open receiver. When playing in Advanced mode, receiver icons will have a red and green outline around them.

Wide open receivers will help you out even more, calling for the ball by waving their arms.

Player indicators underneath your player also tell you when to evade an approaching defender or perform a crushing tackle on defense.

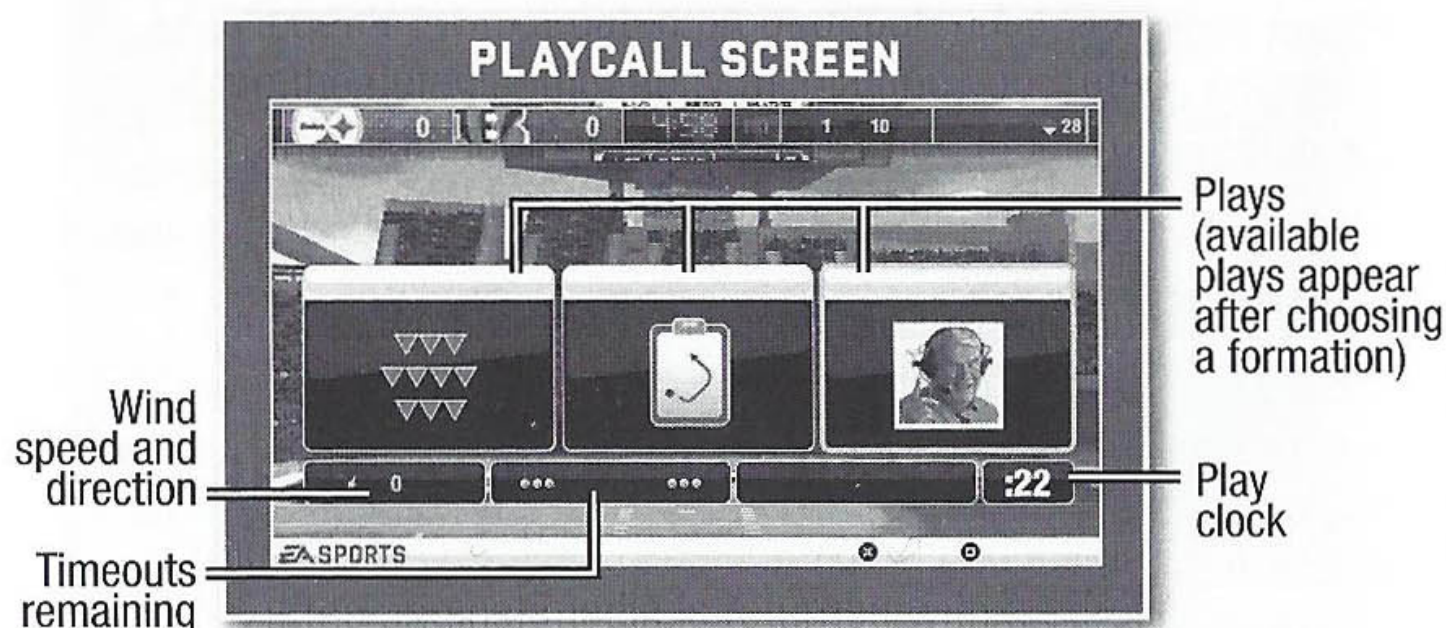
NEW DEFENSIVE CAMERA

Defensive Camera flips the perspective 180° on defense, so you're always facing your opponent. With the Defensive Camera exclusive to *Madden NFL 09* on PSP™, you'll enjoy an all-new angle that immerses you in the action!

NOTE: To turn Defensive Camera OFF, go to the Settings > Camera View screen in the pause menu.

NEW PLAYCALLING

Players of all skill levels can be competitive by calling plays from three unique playbooks, ranging from Basic Plays to All Plays. Select from a vast playbook of formations, choose from a scaled-down playbook with Basic plays, or go straight to the source with Ask Madden and let John Madden select a play for you. Pay close attention to Madden's Advice as it will help your gameplay improve.



SAVING AND LOADING

You can save your Profile, current game progress, new settings, rosters, mini-game and Franchise mode files to a Memory Stick Duo™. Save or load files from the My Madden menu.

SUPERSTAR CHALLENGE

Assume the identity of Brett Favre, Vince Young, Donovan McNabb, Ray Lewis, and more to establish yourself as the ultimate *Madden NFL 09* player. Re-live the New England Patriots undefeated 16-0 regular season and see if you have what it takes to go unbeaten. Updated with challenges from the 2007-2008 NFL season, relive career defining moments that either bring your team to glory or leave your fan base wondering what might have been.

Will you choke under the pressure or come through like a true NFL superstar?

There are five tiers to conquer with five challenges in each tier. Each challenge tests your skills in a different aspect of the game. As you move through each tier the challenges become more difficult to win. From commanding a 4th quarter comeback to leading your team to its first win of the season, prove you belong among the NFL's elite.

NOTE: When each challenge begins you are thrown in the middle of the action with time already off the clock. The score and situation vary. If you need to warm up before taking the field, go to Practice mode to work out the kinks.

MULTIPLAYER

Participate in Mini-Camp Competitions allowing up to four players to showcase your skills and emerge as the premiere player. For online games, find a challenger anytime via Infrastructure mode or battle friends head to head from across the room in Ad Hoc mode.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM OR 30 DAYS AFTER THE LAST DAY OF THE 2008-2009 NFL SEASON.

WIRELESS (WLAN) FEATURES

Software titles that support wireless functionality allow you to communicate with other PSP™ systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any wireless fees.

AD HOC MODE

Ad Hoc mode is a wireless feature that allows two or more individual PSP™ systems to communicate directly with each other. Play head-to-head against other players within shouting distance. As long as you both have copies of *Madden NFL 09*, you are ready to hit the field.

INFRASTRUCTURE MODE

Infrastructure mode is a wireless feature that allows the PSP™ system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP™ system's Instruction Manual.

In order to play *Madden NFL 09* online you need to log in with or create an EA SPORTS user name, and establish a network connection. Follow the on-screen instructions to do so.

NOTE: The displayed file size is the amount of space taken up in your EA Locker. File sizes may increase when downloaded to the Memory Stick Duo™.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

NOTE: Connecting to the EA servers can take up to a minute.

FRANCHISE

Call the shots for up to 32 teams for as many as 30 seasons. To begin a Franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user.

NOTE: Find managing contracts too confusing? New to *Madden NFL 09*, you can disable the Salary Cap feature on Franchise Setup.

FANTASY DRAFT

If you conduct a fantasy draft, you'll be able to build your team from the ground up from the entire pool of NFL players. You have 49 rounds to fill out your roster. This is the starting point of your Franchise so pay attention to a player's rating, age, and the cap room he requires.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge. This is the progression of each Franchise season.

- | | |
|--------------------------|--|
| Training Camp | Put your players through drills to earn points to boost their attributes. You can skip camp if you want, but your players' overall performance will suffer a bit. |
| Preseason | Finalize your roster and evaluate rookies before the regular season begins. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half. |
| During the Season | You can play any game on the schedule. You can also make player trades before the sixth week of the season and sign free agents. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl. |
| Off-Season | There are 12 steps to the off-season that must be completed before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them. |

FRANCHISE MODE MENU

Keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

My Week	Play week, View Rosters, Study the Opponent, and Practice.
Rosters	View team rosters and make all player movements and transactions.
Assistant Coach	Earn points by meeting established goals throughout the season and use them to increase the attributes of your practice squad or main roster players.
Team Info	The real nuts-and-bolts of your entire franchise are found here. Keep up to speed with News and Notes affecting your team while monitoring salary cap issues, player morale, iconic players, and more.
My Franchise	Set your coaching strategies and gameplay settings, and save your Franchise mode progress at any time.

MINI-CAMP COMPETITION

Put your stamina and skills to the test by challenging up to four friends and rivals in Mini-Camp Competition mode. Featuring up to three rounds of action and 19 drills, see if you have what it takes to come out on top.

MINI-CAMP

Prove you have what it takes to survive mini-camp. In Mini-Camp mode you'll visit eight NFL mini-camps where you'll test your skills in eight different areas. Once a drill is completed, you'll be thrown into a real-time game situation where your newly acquired skill set is tested against live competition.

PRACTICE

Practice makes perfect, and while the game doesn't count in the standings, solid practice against another NFL franchise will give your players a taste of what awaits them during the regular season.

MY MADDEN

View game stats, set your audibles, choose your gameplay and system settings, and more from the My Madden menu.

- | | |
|--------------------------|---|
| My Stats | View career stats for every active coach, and general stats for all User Profiles and User Records. |
| Rosters | Keep your game up to date with real-world transactions, or make the moves you wish were made during the last off-season. |
| Coaching Strategy | Set your audibles and Hot Routes, and create custom formations. |
| Gameplay Settings | Most of the settings that appear in the Gameplay Settings menu are self-explanatory. Those that need more explanation are detailed below. |

GAME SETTINGS

Coach Mode: You call the shots from the sidelines and the CPU executes each play—with Coach Mode turned on, you have no control of your players.

CUSTOM GAME SETTINGS

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

Auto-Subs: The CPU automatically substitutes players in need of a breather and/or who specialize in key, in-game situations.

Switch Back: When controlling the lead blocker, having this option turned ON automatically switches you to the ball carrier after you have either engaged in or missed a block. When this option is turned OFF, you control the lead blocker until you press the ○ button.

Blocking Slowdown: This slows down the game when you establish a player as the lead blocker.

Switchback Slowdown: This slows the game when you switch from the lead blocker to the ball carrier.

Blocking View: When this is set to Zoomed In, the game camera zooms to the lead blocker.

Auto Pass: Your QB makes plays for you when you don't control him yourself.

Auto Strafe: Automatically strafes defender to help adjust to the ball carrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

Defensive Pass Assist: The CPU swats/catches the ball for a user-controlled defender.